

The Governor biennially appoints four persons, two of whom shall be women, who with the State Librarian, Superintendent of Public Instruction and the Librarian of the Enoch Pratt Free Library, shall constitute the State Library Commission. (Chapter 247, 1902).

LIBRARY COMMISSION.

Daniel F. McMullen.....	Allegany County.....	1903
.....	1904
John G. Mills.....	Dorchester County.....	1905
T. J. C. Williams.....	Baltimore City.....	1907
Edward W. Mealey.....	Washington County.....	1907

Governor appoints five, one for one year, one for two years and one for three years, and thereafter for five years. (Chapter 367, 1902).

BOARD OF PHARMACY.

William B. Turner.....	Allegany County.....	1903
Charles B. Henkle.....	Anne Arundel County.....	1904
David R. Millard.....	Baltimore City.....	1905
J. Webb Foster.....	Baltimore City.....	1906
William C. Powell.....	Worcester County.....	1907

Governor appoints five Commissioners, two of whom shall be residents of Baltimore City and three shall be residents of the counties, one for one year, one for two years, one for three years, one for four years and one for five years, and thereafter one annually for five years from the first of May. (Chapter 179, 1902).

ST. LOUIS EXHIBITION COMMISSION.

The Governor is authorized to appoint a Commission under the above Law. (Chapter 512, 1902, Sec. 74).

SCHLEY COMMISSION.

Albert Jones.....	Carroll County.
Randolph Barton, Sr.....	Baltimore City.
Willoughby N. Smith.....	Baltimore City.

Three to be appointed by the Governor. No term of office. (Chapter 31, 1902).

TROOP "A" ARMORY BUILDING COMMISSION.

John S. Saunders.....	Baltimore City.
Lawrason Riggs.....	Baltimore City.
Samuel M. Shoemaker.....	Baltimore County.
Henry O. Devries.....	Baltimore County.
Joseph W. Shirley.....	Baltimore City.
C. Lyon Rogers, Jr.....	Baltimore County.
Redmond C. Stewart.....	Baltimore City.
Samuel C. Rowland.....	Baltimore City.
Samuel P. Ryland.....	Baltimore City.

Governor appoints a number in his discretion. (Chapter 512, 1902, Sec. 66).